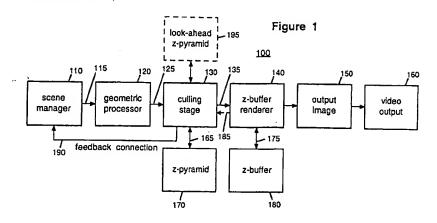
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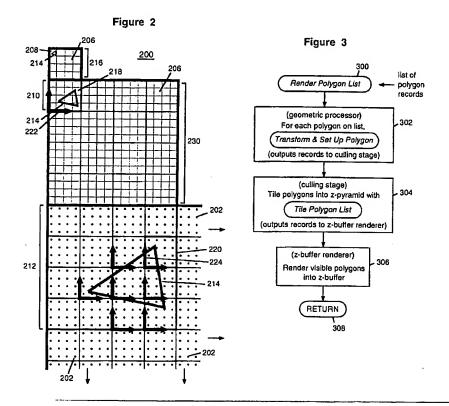


Figure 4

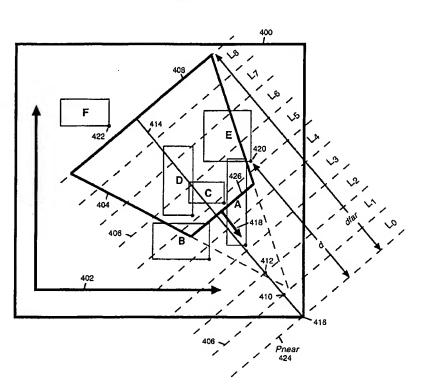


Figure 5

Figure 6

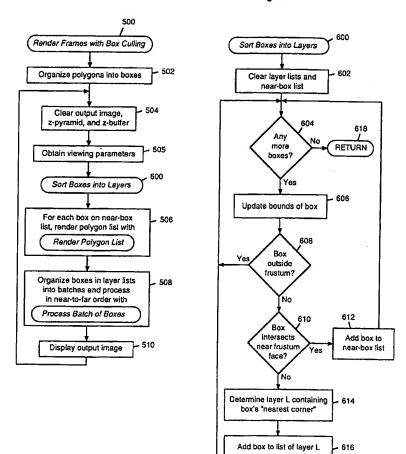


Figure 7

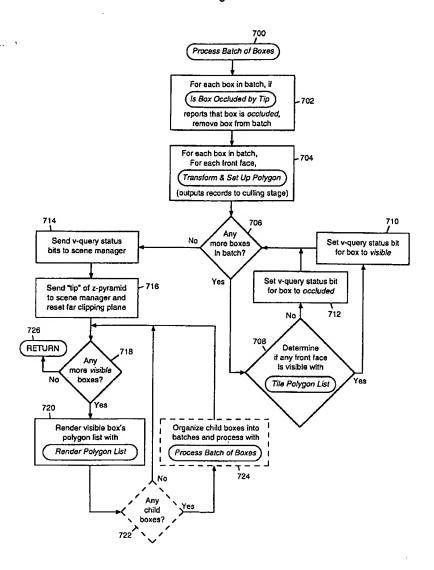


Figure 8

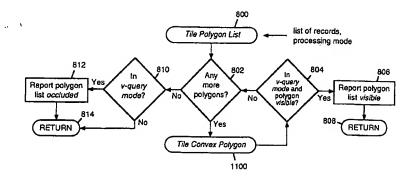
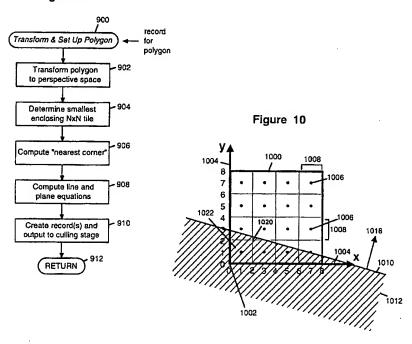


Figure 9



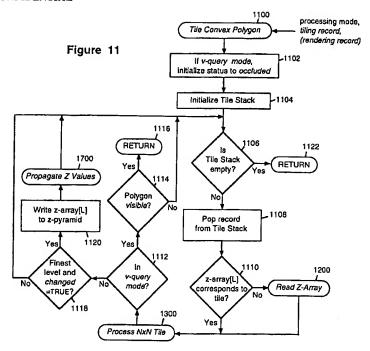


Figure 12

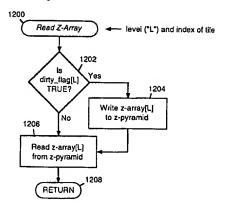


Figure 13

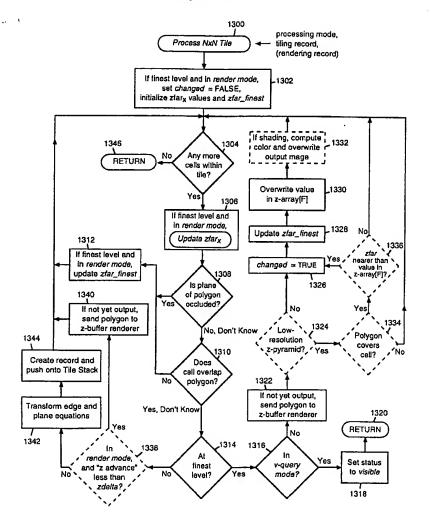
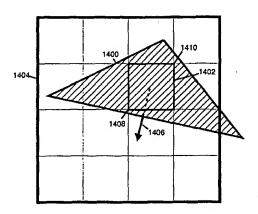
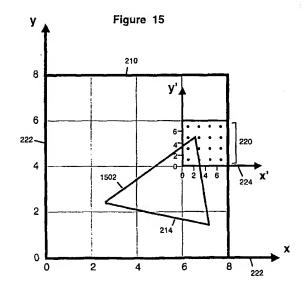
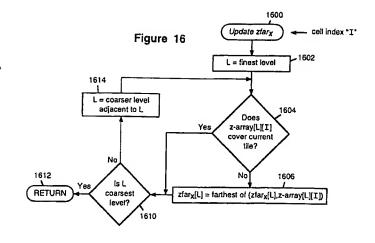


Figure 14







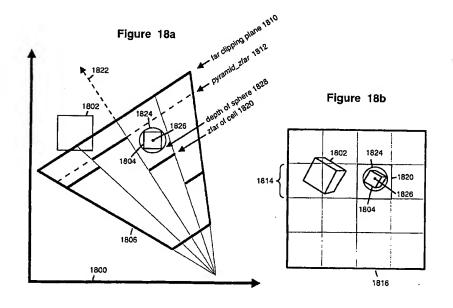


Figure 17

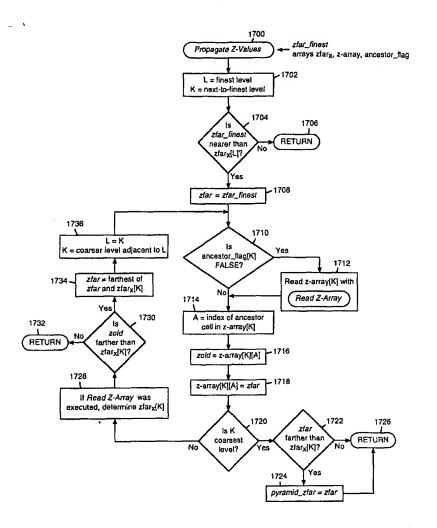


Figure 19

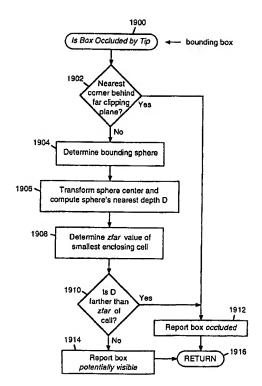
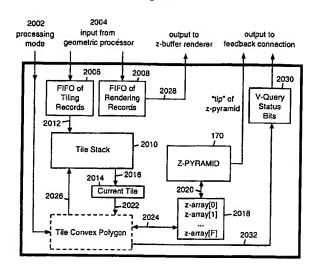
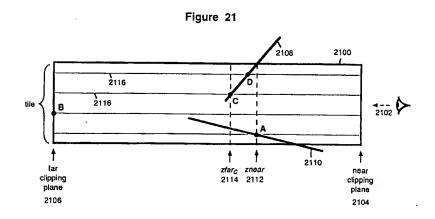
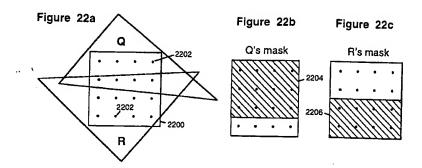


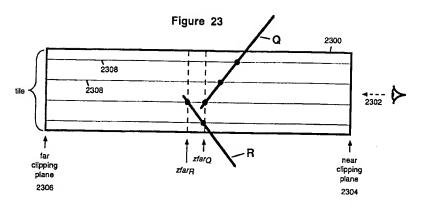
Figure 20





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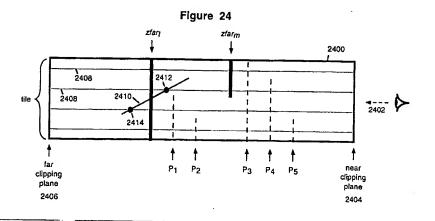


Figure 25

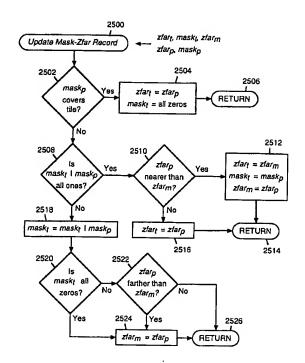


Figure 26

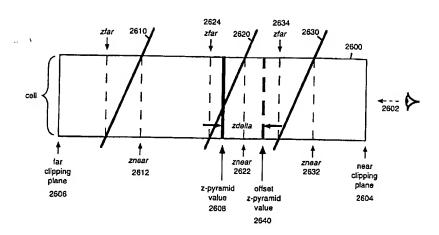
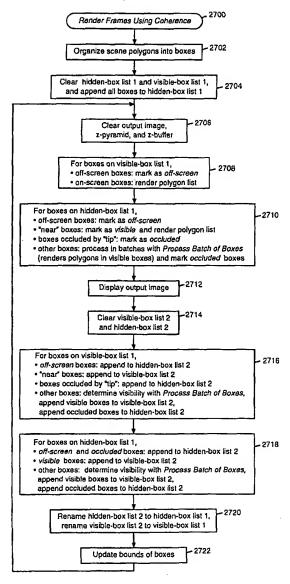
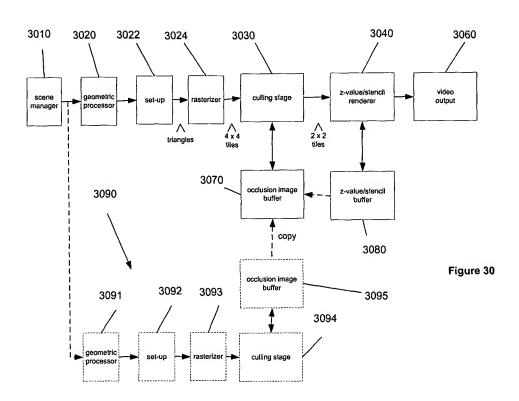


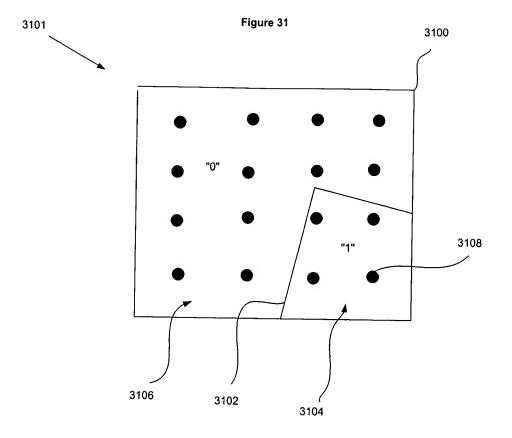
Figure 28 Figure 29 2900 Create Look-Ahead Frame Is Plane Occluded within Cell Clear look-ahead z-pyramid Determine "nearest corner" using quadrant of (nx,ny) - 2802 Create look-ahead view frustum Compute znear of plane of polygon within cell - 2804 Sort Boxes into Layers For each box on look-ahead near-box list, tile polygon list into lock-ahead z-pyramid with modified version of ls 2808 znear farther than Render Polygon List Report plane occluded cell's z-pyramid value? Organize boxes in look-ahead layer lists into batches and process in near-to-far order with modified version of No 2810 2812 Report plane RETURN) Process Batch of Boxes potentially visible (RETURN)

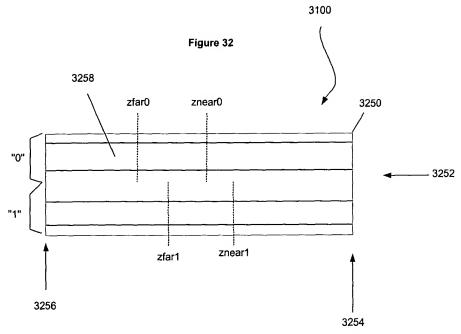
Figure 27











Stencil Information

stencil0 = 8-bit value stencil_valid_flag_0

stencil1 = 8-bit value stencil_valid_flag_1

Figure 32A

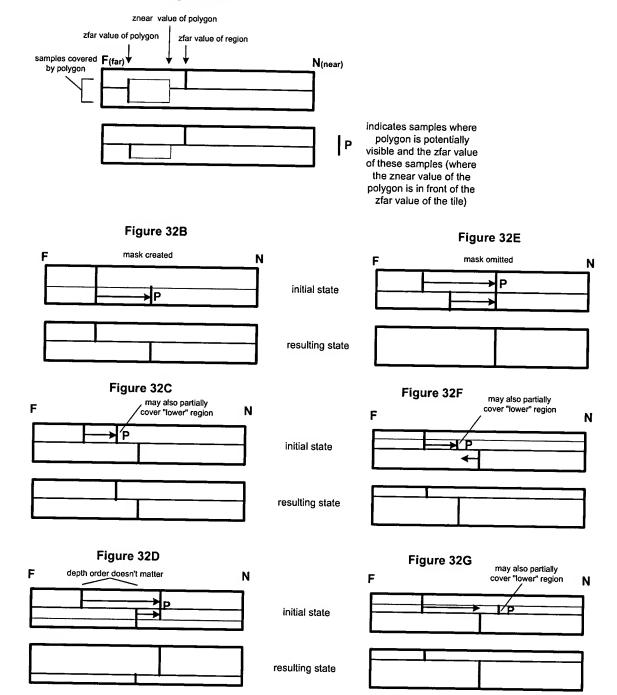


Figure 32H

F N

initial state

P

resulting state

Figure 33

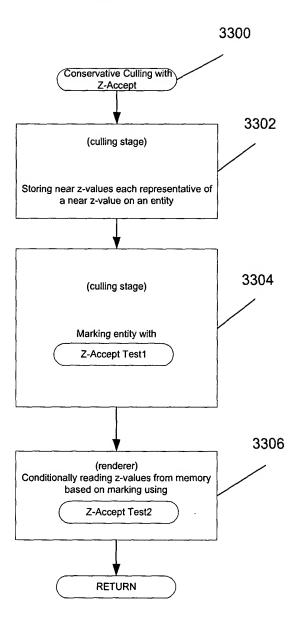


Figure 34

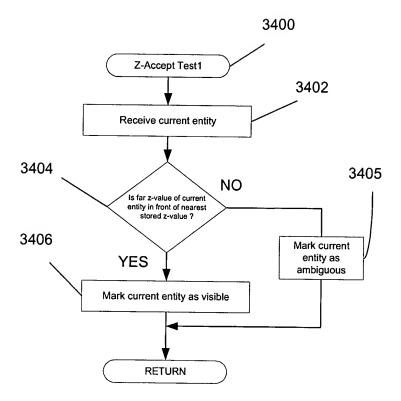


Figure 35

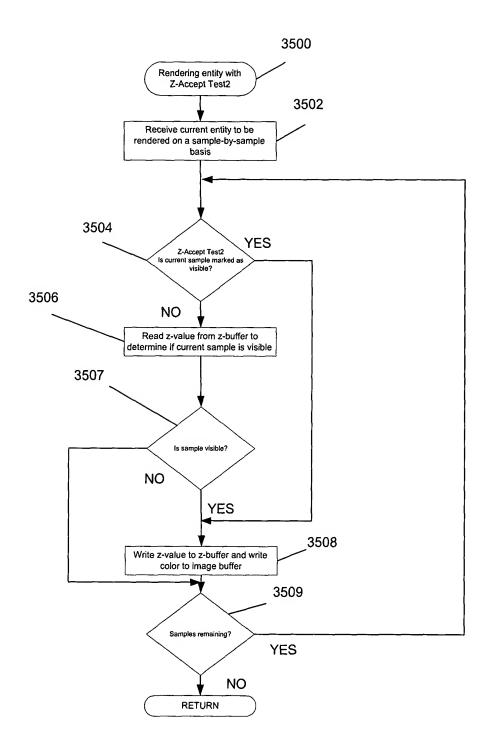
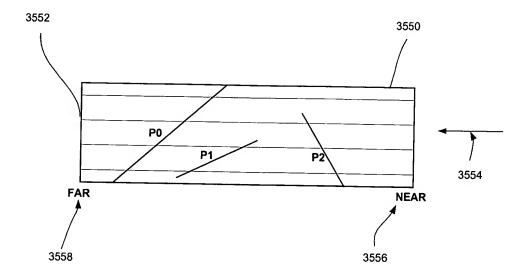


Figure 35A



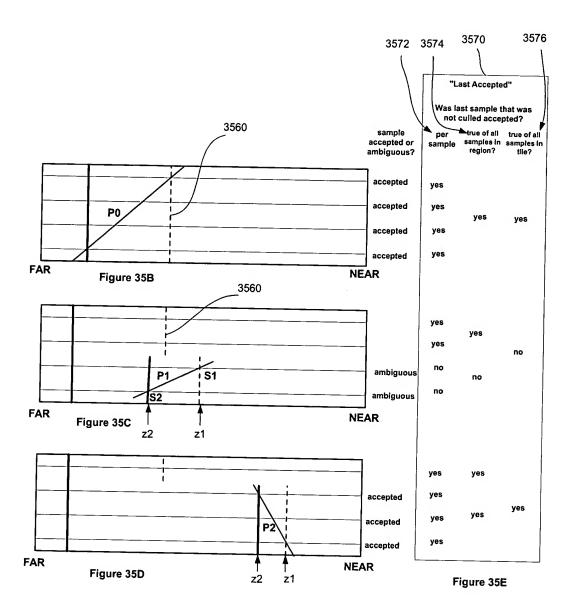
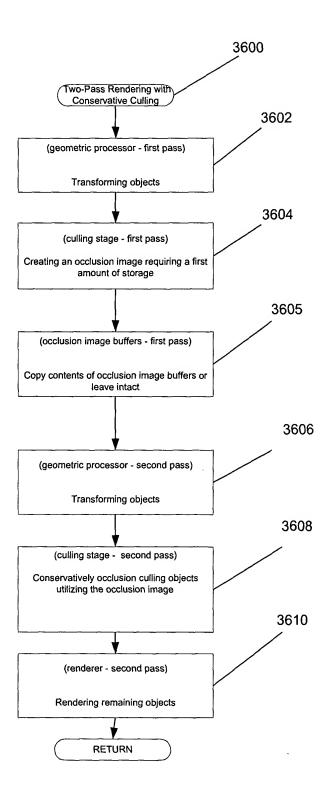


Figure 36



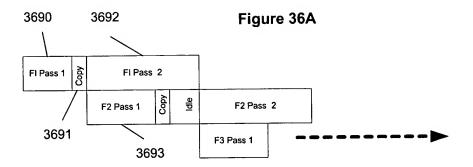
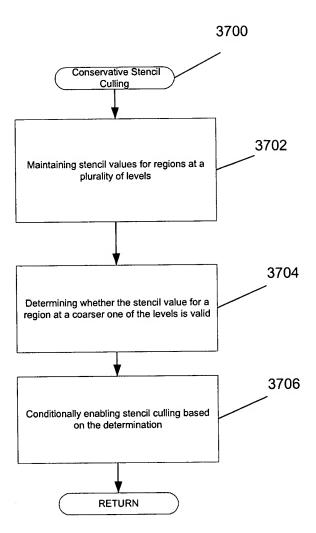


Figure 37



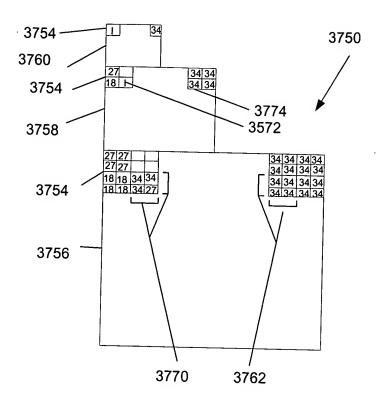


Figure 37B



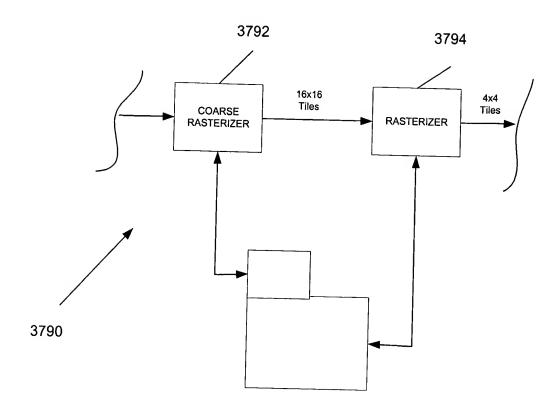


Figure 37C